

DANIEL JOHNSON

CONTACT

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- 🌐 www.dtjohnsonart.com

EDUCATION

ART INSTITUTE OF CALIFORNIA

Bachelors in Science - Media Arts
Animation | Orange County

ADDITIONAL RELEVANT COURSES

Figural and Gesture Drawing (Walt Disney TV Animation), Art of Storyboarding (Animation Guild), Story Development with Casey Keith (Brainstorm)

SKILLS

- Production Management: Asana, Jira, Trello, etc.
- Adobe Suite: Photoshop, After Effects, Illustrator, Premiere
- Other: Maya, Unity Engine, Toon Boom, etc.
- Administration: Communication, Collaboration, Problem-solving, Deadline Management, Critical Thinking

ABOUT ME

Experienced production support professional with 8+ years in fast-paced VFX environments. Proven ability to manage schedules, coordinate teams, and troubleshoot issues under tight deadlines. Detail-oriented and passionate about streamlined production pipelines.

WORK EXPERIENCE

PROJECT MANAGER

Scanline (2022-Present)

- Manage production schedules, budgets, and communication across multiple VFX projects for high-profile clients, ensuring on-time and on-budget delivery.
- Collaborate cross-functionally with artists, supervisors, and production teams to streamline workflows and resolve bottlenecks.
- Utilize production tracking software (e.g., Shotgun) to monitor progress, generate reports, and anticipate potential delays.

PRODUCT DEVELOPMENT COORDINATOR

Walt Disney Parks, Experiences, and Consumer Products - MARVEL Team (2014-2021)

- Collaborated with team director and designers to drive the development of story-driven products (toys, collectibles, apparel), ensuring adherence to creative vision.
- Managed project schedules, streamlined daily operations, and maintained an organized sample catalog for an efficient product development process.
- Managed project schedules, streamlined daily operations, and maintained an organized sample catalog for an efficient product development process.
- Coordinated with international teams and partners to facilitate cross-cultural collaboration and resolve production roadblocks.

QA TESTER

Disney Interactive (2013-2014)

- Conducted rigorous quality assurance testing on mobile titles, ensuring optimal user experience and identifying potential bugs before release.
- Managed and analyzed critical development data, streamlining analytics and approval processes within the production pipeline.

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WORK EXPERIENCE

ANIMATOR

Raymond Entertainment Direct (2012-2013)

- 3D Modeling & Animation: Created dynamic 3D assets and animations using [Maya], bringing projects to life.
- Motion Graphics: Developed visually engaging motion graphics elements for utilizing [Adobe After Effects and Maya].
- Storyboarding & Pitch Development: Translated creative concepts into clear storyboards and presentations, facilitating effective communication for commercial projects.

ANIMATOR & RIGGER

THERE Studio/Diesel FXs (2012-2013)

- Bipedal, live-action, SFX animation, Maya
- Helped optimize for the project's specific needs
- Streamlined the animation process and enabled specific visual effects.

VOLUNTEER WORK

- Los Angeles LGBT Center - Volunteer for the LGBT Center for events fundraising.
- APLA - Event volunteering, fund raising.
- AIDS LifeCycle - Cross country cycling event centered around medical care fund raising.